

PSYCHOPHOBIA

You wake up naked in a small, white room. On a desk near the door you find a file containing a record of your mental history. Next to it lies a map of your surroundings; hundreds, if not thousands of rooms exactly the same as your own, connected by pristine white corridors. Every room corresponds with a specific aspect of your tortured psyche. Will you be able to navigate your way through your mind, and the minds of your fellow...~~(lunatics)~~ residents?

The game starts with the least sane player. Each turn a player chooses a phobia and constructs a room designed to exploit this phobia, and then the majority votes on what mechanics are associated with it.

Examples;

- Hydrophobia; The room begins filling up with water. Whoever holds their breath for the least amount of time drowns and is ejected from the game.
- Haemophobia; Each player must make a small cut on their finger, enough to draw blood. Anyone who is unable is ejected from the game.
- Glossophobia; The player must begin to grandstand, speaking at length on any topic while the rest of the players gleefully mock and degrade them for their efforts.

Tick, tock.